



LET'S ALL  
PLAY IT  
TOGETHER!!

WE MADE A  
SUGOROKU  
GAME!

4巻累計超過55万部突破!!  
最新  
第5巻  
4月19日(水)  
発売予定!!

かくゆ様は告らせにい

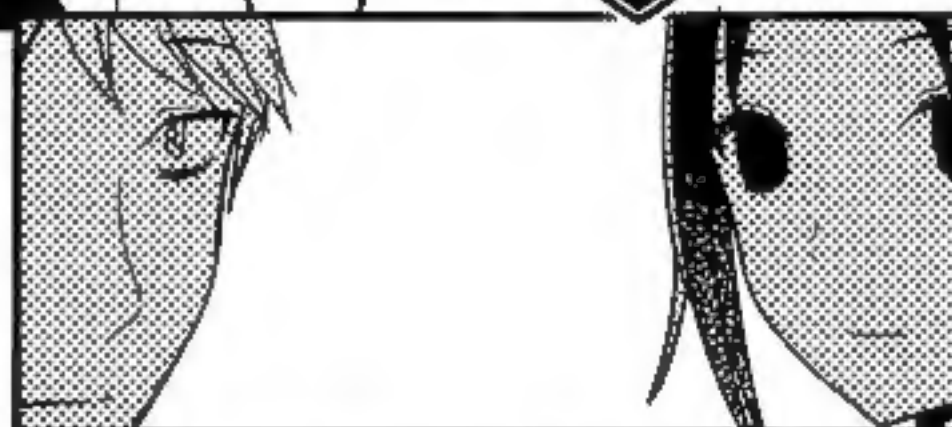
天才たちの恋愛頭脳戦

CHAPTER 57 KAGIYA WANTS TO MARRY



YOU  
LINE UP  
ALL THE  
CARDS,

AND USE  
THEM AS  
SPACES TO  
PLAY  
SUGOROKU!



YEAH,  
EVERYONE  
IN THE  
TABLETOP  
GAME CLUB  
MADE IT  
TOGETHER!

OH,  
YOU  
MADE  
THAT?

坂  
力  
ア  
赤



SOUNDS  
INTERESTING.

THERE  
AREN'T  
THAT MANY  
PIECES, SO  
IT'S EASY  
TO CLEAN  
UP TOO!









EVERYONE  
IN THE CLUB  
MADE IT  
TOGETHER!

IT'LL BE  
FINE!!

AGREED.  
NOTHING  
GOOD COULD  
EVER COME  
OF PLAYING  
ANY GAME  
YOU MAKE.

I HAVE  
A BAD  
FEELING  
ABOUT  
THAT  
GAME.

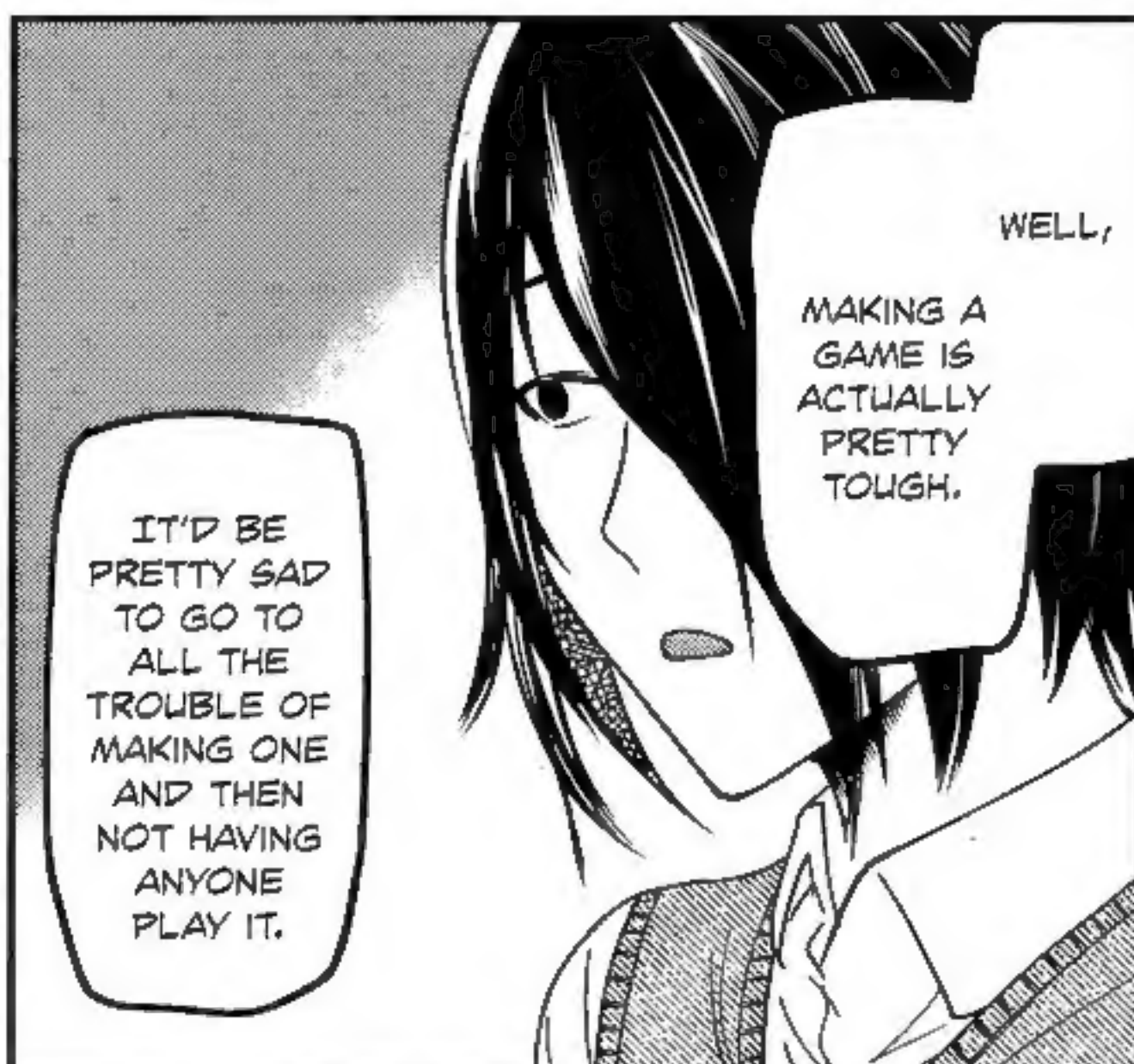
WHY  
WOULD WE  
EVER DO  
THAT?



I GUESS THAT  
CARRIES SOME  
WEIGHT IF THE  
SON OF A TOY  
COMPANY  
PRESIDENT  
SAYS IT...

WELL, I  
SUPPOSE...

I...  
ISHI-  
GAMI...



IT'D BE  
PRETTY SAD  
TO GO TO  
ALL THE  
TROUBLE OF  
MAKING ONE  
AND THEN  
NOT HAVING  
ANYONE  
PLAY IT.

WELL,  
MAKING A  
GAME IS  
ACTUALLY  
PRETTY  
TOUGH.



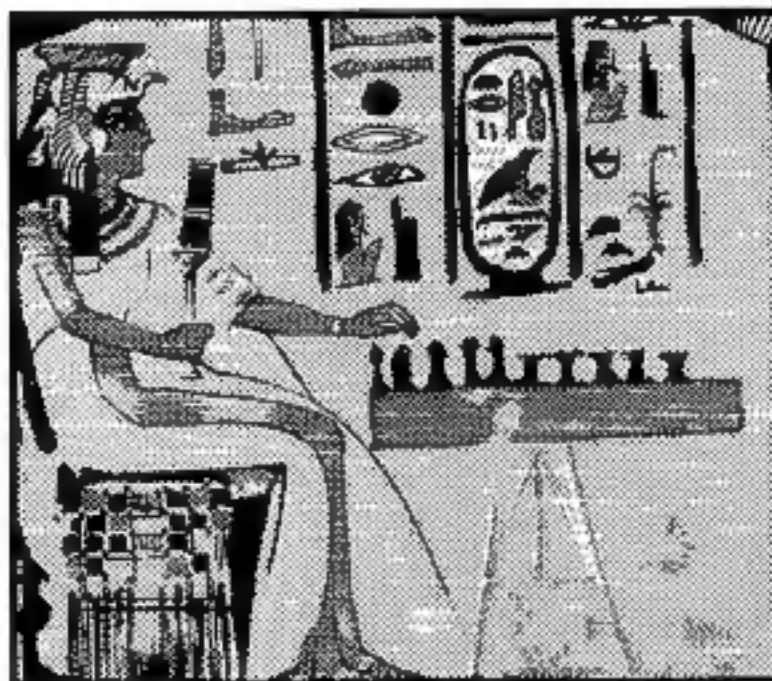
DID YOU  
REALLY  
THINK  
THAT...?

BUT  
IT'S YOUR  
FAULT FOR  
BEING SO  
BEATABLE.

I'M SORRY,  
I ALWAYS  
THOUGHT YOU  
WERE THE  
KIND OF MAN  
WHO BEATS  
WOMEN WITH  
LOGIC...

SO YOU  
REALLY  
WERE A GOOD  
PERSON ALL  
ALONG...



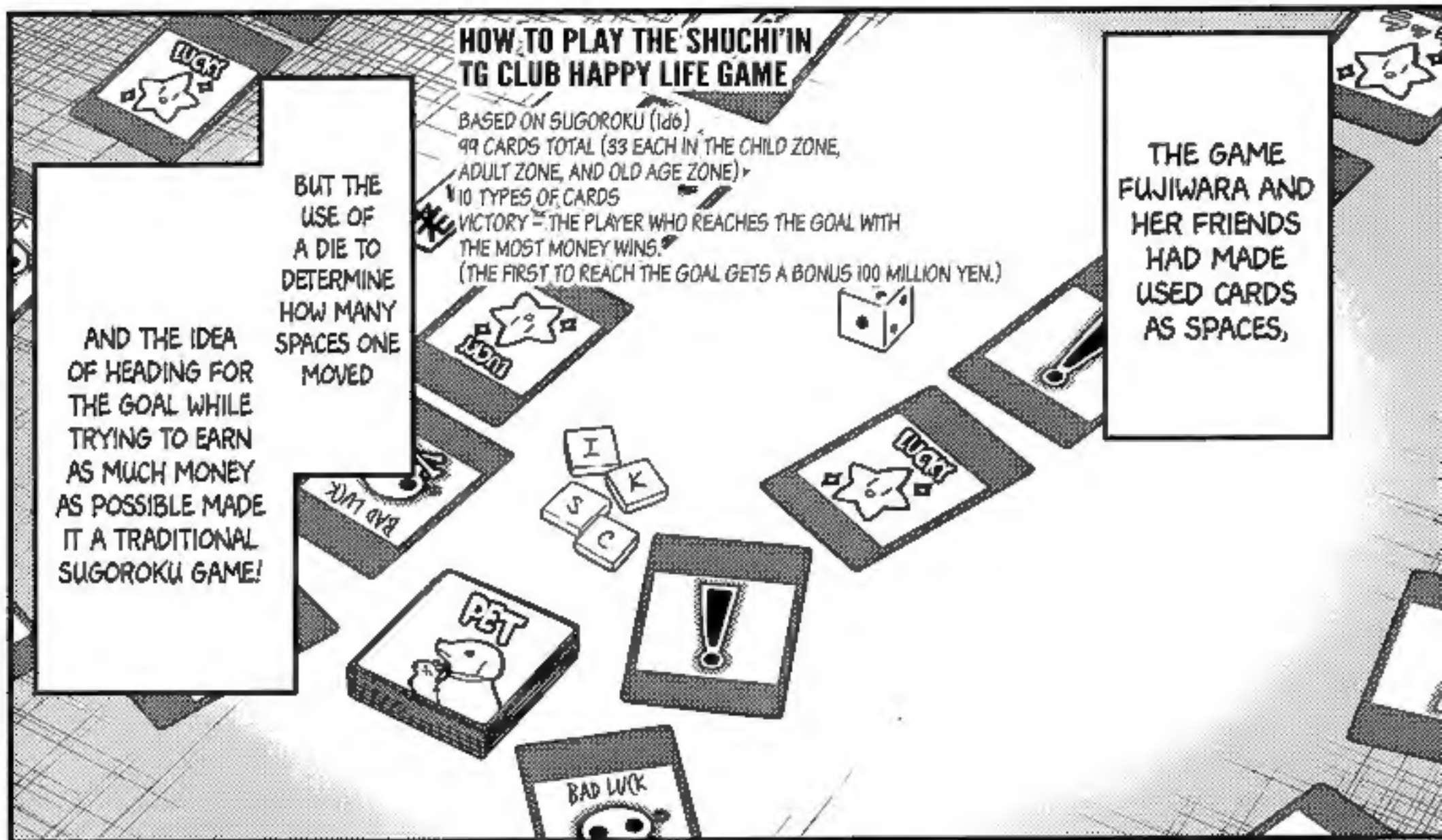


A GAME  
WITH ORIGINS  
THAT COULD  
BE TRACED  
BACK FIVE  
THOUSAND  
YEARS TO  
ANCIENT  
EGYPT!



SUGO-  
ROKU!

FINE,  
WE'LL  
PLAY ONE  
GAME.



### HOW TO PLAY THE SHUCHI'IN TG CLUB HAPPY LIFE GAME

BASED ON SUGOROKU (1d6)  
99 CARDS TOTAL (33 EACH IN THE CHILD ZONE,  
ADULT ZONE, AND OLD AGE ZONE)  
10 TYPES OF CARDS  
VICTORY: THE PLAYER WHO REACHES THE GOAL WITH  
THE MOST MONEY WINS.  
(THE FIRST TO REACH THE GOAL GETS A BONUS 100 MILLION YEN.)

BUT THE  
USE OF  
A DIE TO  
DETERMINE  
HOW MANY  
SPACES ONE  
MOVED

AND THE IDEA  
OF HEADING FOR  
THE GOAL WHILE  
TRYING TO EARN  
AS MUCH MONEY  
AS POSSIBLE MADE  
IT A TRADITIONAL  
SUGOROKU GAME!

THE GAME  
FUJIWARA AND  
HER FRIENDS  
HAD MADE  
USED CARDS  
AS SPACES,



NOW YOU  
FLIP OVER  
THE CARD  
FOR THE  
SPACE YOU  
LANDED  
ON!

A BAD  
LUCK  
SPACE?



I'LL GO  
FIRST.













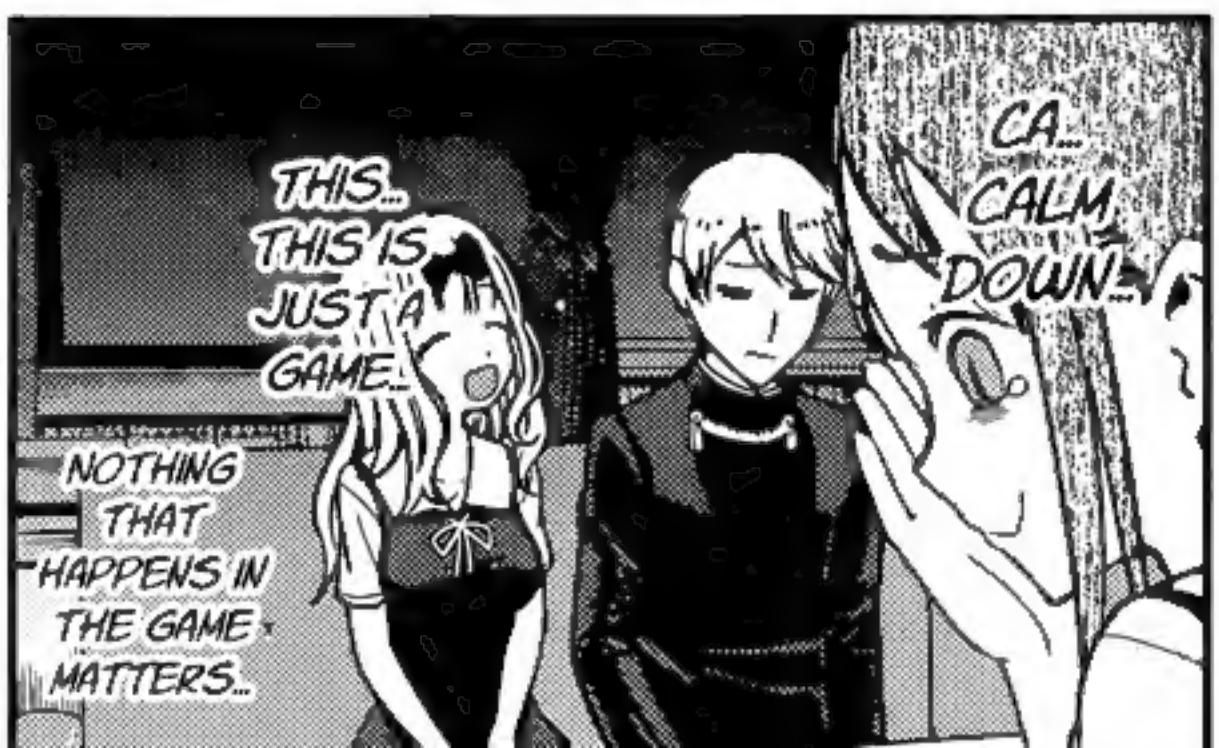




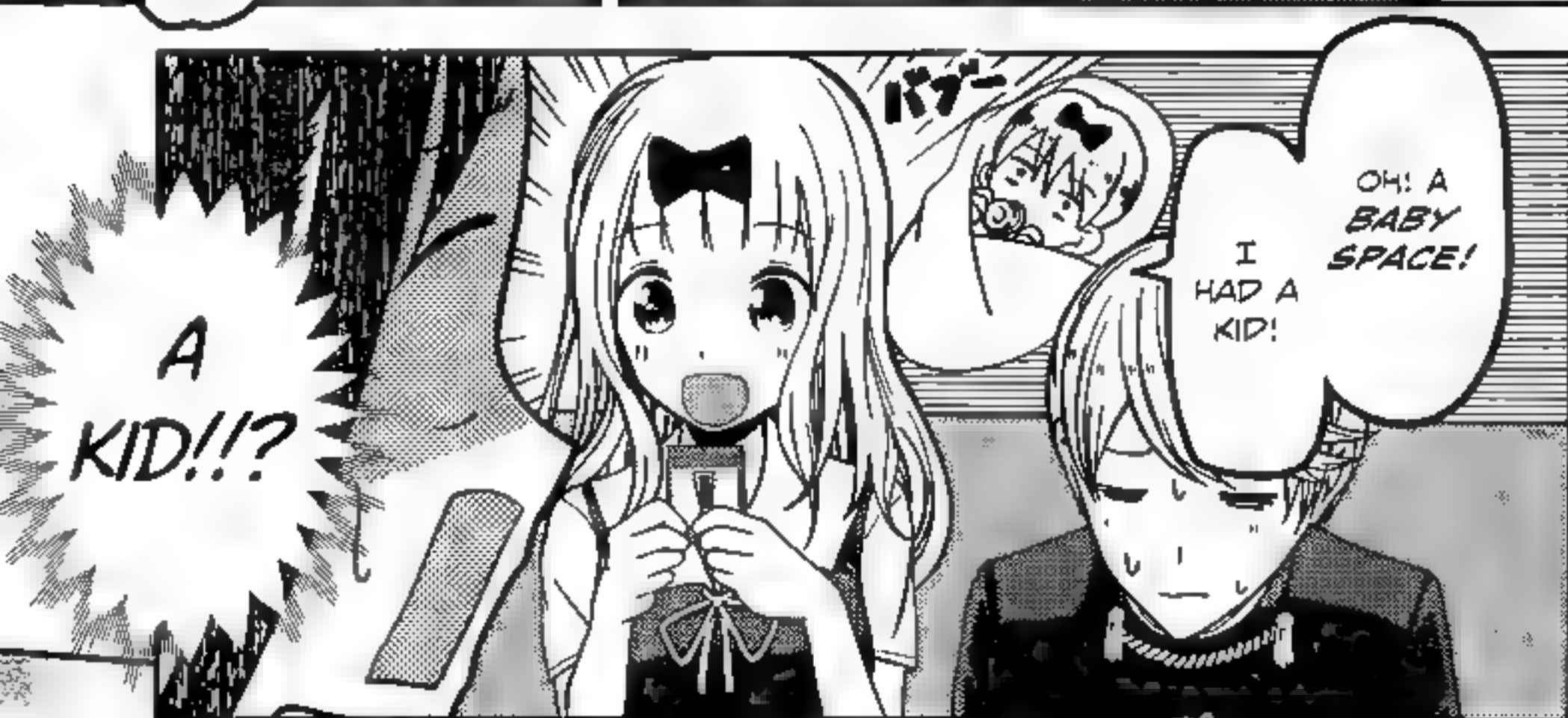
















YAY.  
LUCKY...

MY COMPANY  
REACHED THE  
FIRST SECTION  
ON THE STOCK  
EXCHANGE...

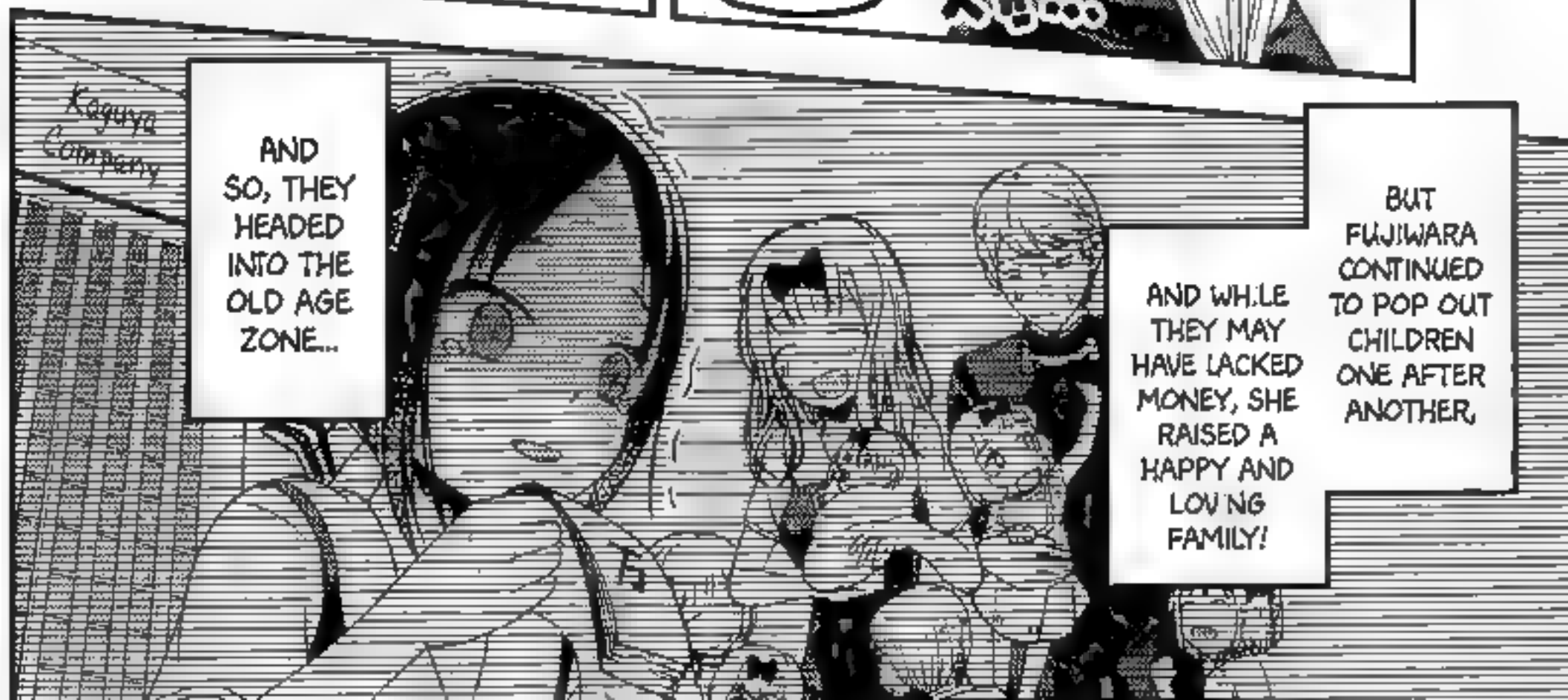
GET A  
HUNDRED  
MILLION  
YEN...

KAGUYA  
WAS, AT LEAST  
ACCORDING  
TO THE RULES,  
WINNING THE  
GAME!



THE GIFT TO  
CELEBRATE IS  
A HUNDRED  
THOUSAND  
YEN.

I TOLD  
YOU, IT'S  
NOT REAL  
MONEY.



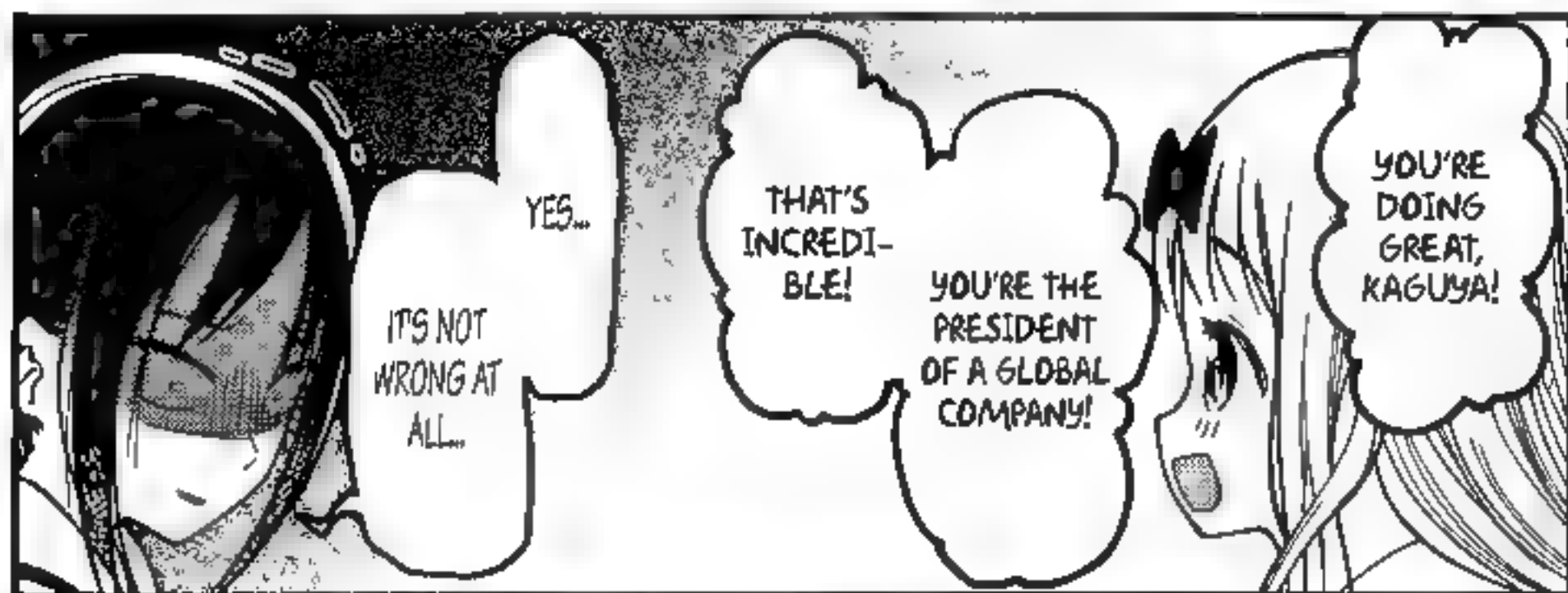
Kaguya  
Company

AND  
SO, THEY  
HEADED  
INTO THE  
OLD AGE  
ZONE...

AND WHILE  
THEY MAY  
HAVE LACKED  
MONEY, SHE  
RAISED A  
HAPPY AND  
LOVING  
FAMILY!

BUT  
FUJIWARA  
CONTINUED  
TO POP OUT  
CHILDREN  
ONE AFTER  
ANOTHER.





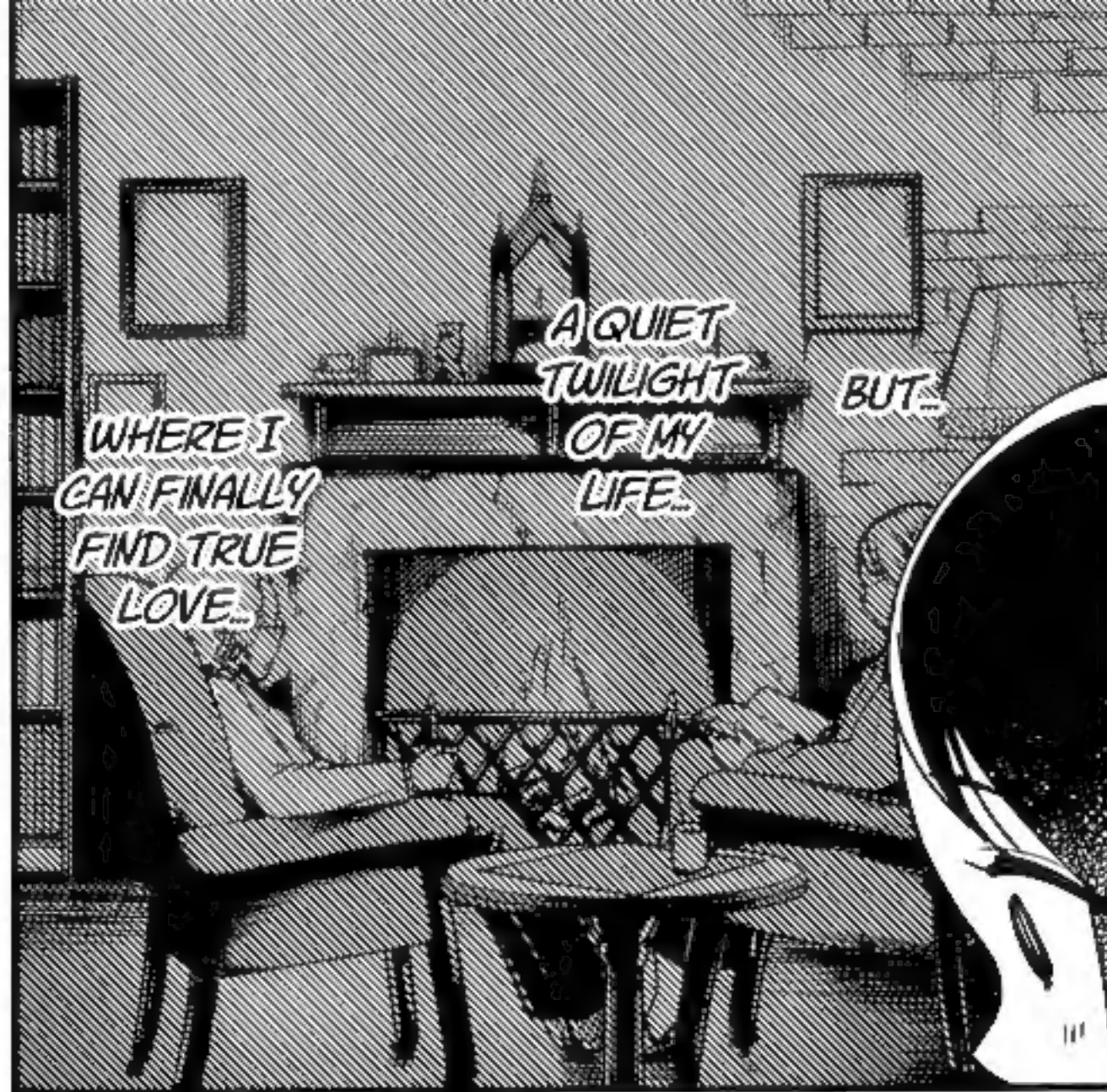












WHERE I  
CAN FINALLY  
FIND TRUE  
LOVE...

A QUIET  
TWILIGHT  
OF MY  
LIFE...

BUT...



WHAT?

DID IT TAKE  
HIM UNTIL  
OLD AGE TO  
NOTICE MY  
CHARM...?



OH!

HOLD  
ON A  
MOMENT!

I'M  
MARRYING  
SHINO-  
MIYA...

I SUPPOSE  
THAT DOESN'T  
SOUND TOO  
BAD...



SO WHAT  
HAPPENS  
THEN?

UM...  
THE NEXT  
CLOSEST  
PLAYER...

SHINOMIYA HAS  
THE "CAN'T  
TRUST MEN"  
CARD, SO  
SHE CAN'T  
MARRY GUYS.

HUH!?

RULES

CAN'T  
TRUST  
MEN



HEEE-  
EEEE-  
EEY!!

YOU MARRY  
FUJIWARA.

WE  
HAD A KID  
TOGETHER!

OH!

I  
LANDED  
ON A  
BABY  
SPACE!

HOW!?

EHEHE,  
KAGUYA...

LET'S BE HAPPY  
TOGETHER...!

1: KAGUYA  
(1,375,000,000 YEN)

2: FUJIWARA  
(430,000,000 YEN)

3: SHIROGANE  
(95,000,000 YEN)

4: ISHIGAMI (RIP)  
(0 YEN)

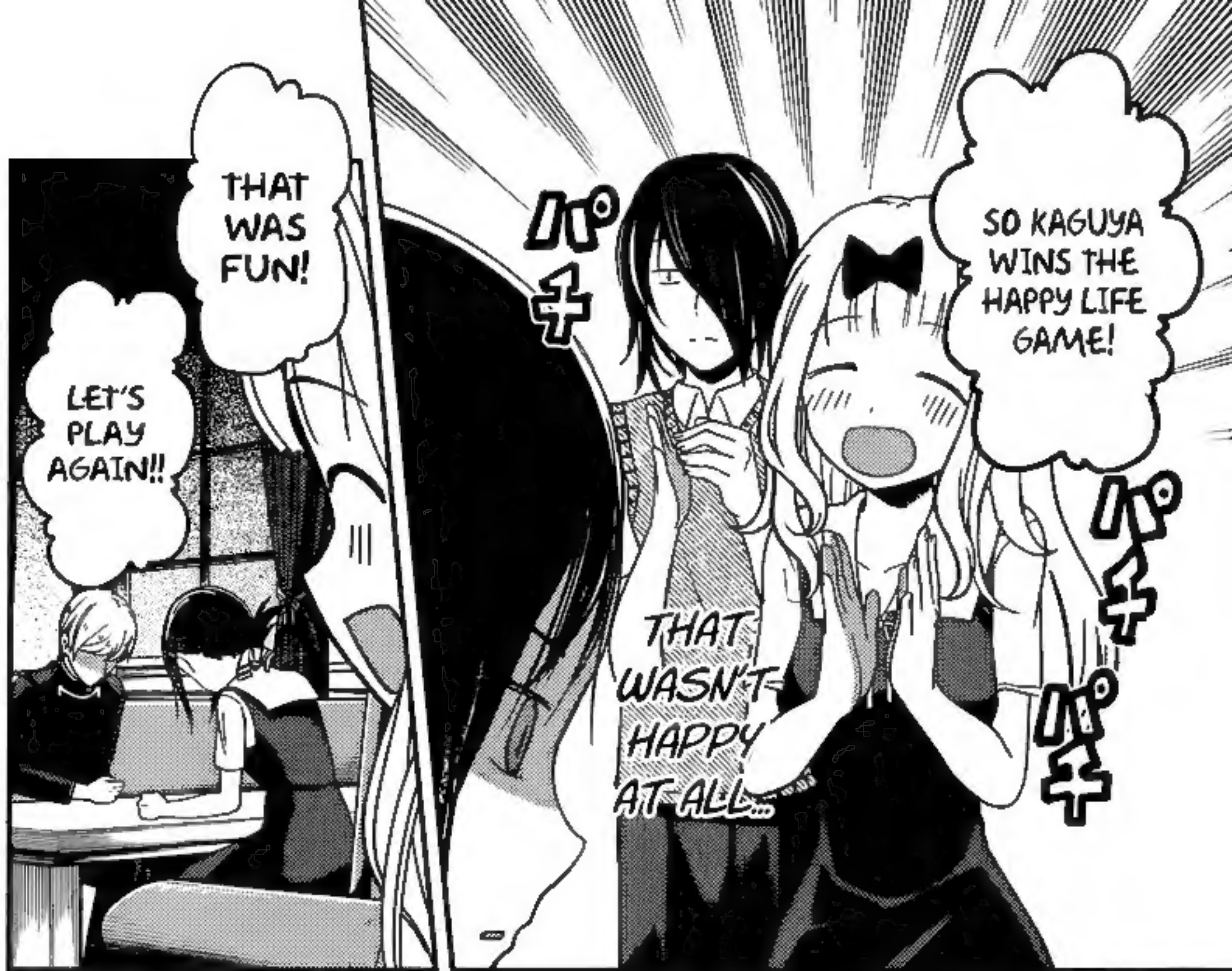
HERE'S  
THE  
RESULTS!

THE  
GAME  
ENDED!

AND  
SO...

GOAL...



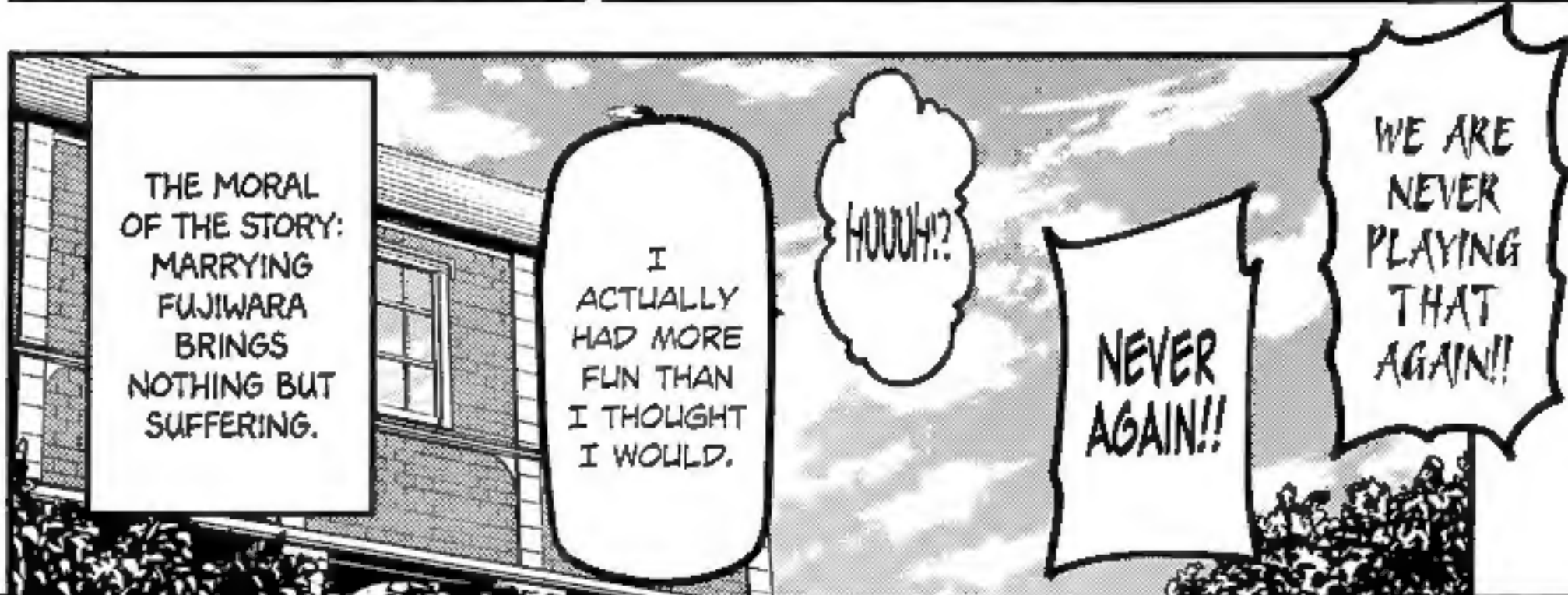


LET'S  
PLAY  
AGAIN!!

THAT  
WAS  
FUN!

SO KAGUYA  
WINS THE  
HAPPY LIFE  
GAME!

THAT  
WASN'T  
HAPPY  
AT ALL...



THE MORAL  
OF THE STORY:  
MARRYING  
FUJIWARA  
BRINGS  
NOTHING BUT  
SUFFERING.

I  
ACTUALLY  
HAD MORE  
FUN THAN  
I THOUGHT  
I WOULD.

HOON-?

NEVER  
AGAIN!!

WE ARE  
NEVER  
PLAYING  
THAT  
AGAIN!!



FUJIWARA  
RECEIVED A  
LONG LIST OF  
IDEAS FOR  
IMPROVEMENT  
FROM  
ISHIGAMI.

OKAY...

OKAY...

YOU SHOULD TRY AND DEBUG  
GAMES BEFORE HAVING PEOPLE  
PLAY THEM. THE IDEA OF USING  
THE CARDS AS THE SPACES IS  
GOOD, BUT RIGHT NOW IT'S  
PURELY BASED ON LUCK, SO  
MAYBE SOMETHING LIKE POOLING  
THE DIE ROLLS TOGETHER COULD  
GIVE IT SOME STRATEGY. YOU  
SHOULD ALSO TAKE OUT THE  
INSTANT DEATH SPACES, MAYBE  
HAVE THEM SEND YOU BACK TO  
THE START OR SOMETHING.

LATER  
ON,

玩具会社の  
息子が言うとな  
重みがあるな...